

Brad Wong

Zui Ba Xian Quan



[How to read the move lists]

Move	The name of the technique. The number next to the move indicates the order in which it appears in a combo.
Status	Indicates the status of a character after the move is performed. There are a number od status indicators: "Back"(facing backwards),"Bokuho"(Bokuho),"Lay" (lying down),"Dokuritsu"(Dokuritsu-Ho),"Kasenko"(Kasenko), and "Dokuja"(Dokuja-Fujin). A blank indicates the character will face forward after the move.
Command	The command input necessary to perform the move (assumes the character is facing right). Push the pad/stick in that direction The Punch / The Y button on the controller The Free / The X button on the controller Press the buttons at the same time By pressing and holding the button, you can perform a Charge Attack Hold the pad/stick in that direction The Kick / The B button on the controller The Appeal / Right Bumper on the controller Leave a short pause
Attribute	Indicates the attack area attribute of the move: High, Middle, or Low. Multiple attributes in parentheses (High, High) indicate a stable-attribute combo attack. For throws, this variable indicates the area attribute, as well as whether the throw is used to the front or back of an enemy. It also indicates if the throw is a derivative throw (Deriv.) or a wall-based throw (Wall).
Frame	This variable indicates the following (from the left): initial time (the time it takes before hit detection becomes active), duration time (the length of time that hit detection occurs), and inactive time (the length of time that a character remains uncontrollable after the duration of the move). These numbers are indicated in frames; 1 frame equals one sixtieth of a second.
Damage	The amount of damage caused by the move.

Hit	Indicates the difference in inactive time between two characters when a move successfully hits. [for instance, a "2" means that the character who performed the move will be inactive for 2 frames longer than the character that was hit.] The "x" indicates that the receiving character will be knocked down, while "Cr" means that the move triggers a critical hit even when it is landed normally.
Guard	Indicates the difference in inactive time between two characters when a move is blocked. [for instance, an "11" means that the character who performed the move will be inactive for 11 frames longer than the character that blocked.] GB (Guard Break) indicates moves that can break through a block. Even if the defending character blocks, a critical hit will occur.
Hold	Indicates which Hold countermove is effective against the move. "Divert" indicates that the move will be diverted away and the defending character will end up behind the attacker.
Inactive	Indicates the difference in inactive time between two characters when a throw or Hold move is successful. [for instance, a "16" means that the character who was successful in the throw can move 16 frames earlier.]
Def. Fall	Indicates if a defensive fall is possible or not.
Floor	Indicates whether or not the move will trigger a floor-based danger zone explosion.
Wall	Indicates whether or not a throw move will change if it is performed near a wall. ["Front" if the wall is in front, "Back" if it is in back.]
Close	Indicates the presence of a "close hit" property. If this is present, the blow will cause more damage than usual if the characters are right next to each other.
Flying	Distance of flight to wall. If the nearest wall is within the distance (in meters) indicated here, a successful hit will cause the victim to be slammed into the wall, triggering the wall hit animation. ["Back" if the wall is in back.]
Down	Blows that can hit opponents when they are down.

Basic Blow Techniques											
Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Getsuga-Saishu			High	12(2)14	10	2	2	High P		—	—
Chowan			Middle	15(3)24	20	10	11	Middle P		—	—
Kasei-Getsuga			Low	14(2)20	5	0	4	Low P		—	●
Getsuga-Saishu			High	14(2)26	25	Cr	10	High K		1(Counter)	—
Chowan			Middle	14(2)26	24	Cr	10	Middle K		—	—
Kasei-Getsuga			Low	16(2)27	12	12	13	Low K		—	●

Jumping Blows											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Zenhon-Getsuga		During a forward jump 	Middle	20(4)25 ※ 1	15	Cr	~11	Jumping Middle P		—	—
Zenhon-Zenteki		During a forward jump 	Middle	23(4)31 ※ 1	30	×	~15	Jumping Middle K		2	—
Zenhon-Sohaku		After landing from a forward jump 	Middle	56(3)27	38	×	5	Middle P		3	—
Zenhon-Tessa		After landing from a forward jump 	Low	56(4)30	25	Cr	17	Low K		—	●
	Lay	After landing from a forward jump 		56(4)39		Cr	26				

※ 1 At fastest

Get-Up Attacks											
Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Rising High Kick		Face up, feet to enemy 	High	35(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face up, feet to enemy 	Middle	35(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face up, feet to enemy 	Low	34(4)16	20	Cr	8	Low K		-	●
Rising High Kick		Face down, feet to enemy 	High	35(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face down, feet to enemy 	Middle	35(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face down, feet to enemy 	Low	34(4)16	20	Cr	8	Low K		-	●
Rising High Kick		Face up, head to enemy 	High	35(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face up, head to enemy 	Middle	35(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face up, head to enemy 	Low	34(4)16	20	Cr	8	Low K		-	●
Rising High Kick		Face down, head to enemy 	High	33(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face down, head to enemy 	Middle	33(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face down, head to enemy 	Low	32(4)16	20	Cr	8	Low K		-	●

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
① (Getsuga-Saishu)		P	High	12(2)14	10	2	2	High P	—	—	—
② Getsuga-Rengeki		P P	(High, High)	10(2)18	12	7	7	High P	—	—	—
③ Tenshin-Chu	Back	P P P	(High, High) Middle	20(3)30	22	Cr	16	Middle P	—	1(Counter)	—
③ Ren-Dokki	Dokuritsu	P P K	(High, High) Middle	14(3)31	23	Cr	13	Middle K	—	1	—
③ Ren-Senpu		P P ⇨ K	(High, High) High	27(5)37	35	Cr	-4	High K	—	2	—
	Lay	P P ⇨ K ↓		27(5)44		Cr	3				
③ Ren-Dokuritsu	Dokuritsu	P P ⇨	(High, High) —	33	—	—	—	—	—	—	—
③ Ren-Toshin	Lay	P P ⇨ K	(High, High) Middle	18(2)38	28	Cr	23	Middle K	—	1	●
③ Tessa		P P ⇨ K	(High, High) Low	16(4)30	25	Cr	16	Low K	—	—	●
	Lay	P P ↓ K		16(4)39		Cr	25				
② Getsuga-Cho		P ⇨ P	High Middle	15(3)24	20	10	11	Middle P	—	—	—
③ Getsuga-Rencho		P ⇨ P P	High Middle Middle	19(3)27	20	Cr	11	Middle P	—	—	—
② Katsumen-Tai		P K	High High	17(3)24	24	Cr	9	High K	—	—	—
	Back	P K ←		17(3)24		Cr	9				
① Soko-Shu		⇨ P	Middle	15(3)26	22	9	11	Middle P	—	—	—
② Ren-Koshu	Back	⇨ P P	Middle High	18(3)31	18	Cr	5	High P	—	—	—
② Senshin-Getsuga		⇨ P ⇨ P	Middle Middle	22(3)36	28	×	9	Middle P	—	2	—
② Soko-Chogeki		⇨ P K	Middle Middle	18(3)30	26	Cr	14	Jumping Middle K	—	1.5	—
	Dokuritsu	⇨ P K ←		18(3)33		Cr	17				
① (Chowan)		⇨ P	Middle	15(3)24	20	10	11	Middle P	—	—	—
② Ren-Chowan		⇨ P P	Middle Middle	19(3)27	20	Cr	11	Middle P	—	—	—
① Towan		⇨ P	Middle	17(3)24	24	Cr	6	Middle P	—	—	—
② Kyuho-Toda		⇨ P P CHARGE	Middle Middle	27~66(2)33	32~52	×	GB	Middle P	—	2.5	—
Suiho-Chogeki		⇨ P	Middle	16(2)23	20	-7	10	Middle P	—	1(Counter)	—
① (Kuchu-Hon)		⇨ P	—	40	—	—	—	—	—	—	—
② Yakuho-Choda		⇨ P P	Middle	39(2)27	25	Cr	12	Middle P	—	—	—
③ Yakuza-Ren-Koshu		⇨ P P P	Middle Middle	23(4)30	30	Cr	13	Middle P	—	1	—
① Keppo-Senda	Back	⇨ P	Low	17(3)25	18	11	11	Low P	—	—	●
② Keppo-Sokuto		⇨ P K	Low Middle	26(4)30	26	×	15	Middle K	—	1	●
② Keppo-Honshin-Dantai	Back	⇨ P K	Low Low	24(2)38	22	Cr	22	Low K	—	—	●
② Keppo-Rensen	Back	⇨ P P	Low Low	16(3)26	18	11	12	Low P	—	—	●
③ Ren-Sokuto		⇨ P P K	Low Low Middle	26(4)30	26	×	15	Middle K	—	1	●
③ Ren-Honshin-Dantai	Back	⇨ P P K	Low Low Low	24(2)38	22	Cr	22	Low K	—	—	●
Koso		⇨ ⇨ P	Middle	22(2)28	35	×	5	Middle P	●	3	—
Kasenko, Chuda	Kasenko	⇨ ⇨ P	Middle	15(2)22	18	Cr	7	Middle P	—	—	—
Kasenko, Taiho-Chuda	Kasenko	⇨ ⇨ P	Middle	15(2)22	18	Cr	7	Middle P	—	—	—
Kasenko, Ren-Chuda	Kasenko	⇨ P	Middle	20(2)22	18	Cr	7	Middle P	—	—	—
		※ Can be repeated up to 4 hits									
Kasenko, Taiho-Ren-Chuda	Kasenko	⇨ P	Middle	20(2)22	18	Cr	7	Middle P	—	—	—
		※ Can be repeated up to 4 hits									
① Kasenko, Yogeki	Back	During Kasenko P	Middle	20(2)28	22	Cr	13	Middle P	—	1	—
② Kasenko, Sohaku		During Kasenko P P	Middle Middle	28(3)27	35	×	5	Middle P	—	3	—

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
① Kasenko, Tantai-Son		During Kasenko K	Low	23(2)27	15	Cr	13	Low K	—	—	●
② Kasenko, Shoshi-Suiteki		During Kasenko K P	Low High	16(2)24	18	Cr	5	High P	—	—	—
② Kasenko, Senpu-Kyaku		During Kasenko K K	Low High	26(5)37	35	Cr	-2	High K	—	2	—
	Lay	During Kasenko K K ↓		26(5)44		Cr	5				
② Kasenko, Konsen-Tai	Lay	During Kasenko K ↓ K	Low Low	22(5)37	22	Cr	23	Low K	—	—	●
Senshin-Choto	Lay	↓ ↓ ↓ P	Middle	25(6)38	42	×	GB	Jumping Middle P	●	4	—
		While running P		10(6)38							
Honshin-Jokaku-Zengeki		↓ ↓ ↓ P	Middle	15(4)29	23	Cr	15	Middle P	—	—	—
Sokusen-Getsuga		↓ ↓ P	Middle	25(3)36	30	×	9	Middle P	—	2	—
		↓ ↓ P									
① (Sokuteki)		K	High	14(2)26	25	Cr	10	High K	—	1(Counter)	—
② Ren-Sokuteki		K K	(High, High)	15(2)26	20	Cr	13	High K	—	1(Counter)	—
③ Ren-Koshutai	Back	K K K	(High, High) High	14(3)28	25	×	12	High K	—	1	—
③ Renkan-Kosotai		K K ↓ K	(High, High) Low	25(3)23	24	Cr	9	Low K	—	—	●
	Lay	K K ↓ K ↓		25(3)20		Cr	6				
① Senpu-Kon		↓ K	Middle	22(3)31	25	Cr	17	Middle K	—	—	●
② Senpu, Zenku		↓ K K	Middle Middle	29(3)30	30	×	3	Middle K Divert	—	1	●
① (Zenteki)		↓ K	Middle	14(2)26	24	Cr	10	Middle K	—	—	—
② Ren-Dokuki-Kyaku	Dokuritsu	↓ K K	Middle Middle	26(3)31	23	Cr	13	Middle K	—	1	—
② Zenteki, Senpu-Kyaku		↓ K ↓ K	Middle High	37(5)37	35	Cr	-3	High K	—	2	—
	Lay	↓ K ↓ K ↓		37(5)44		Cr	4				
② Zenteki, Chowan		↓ K P	Middle Middle	23(3)24	18	10	11	Middle P	—	—	—
③ Zenteki, Ren-Chowan		↓ K P P	Middle Middle Middle	19(3)27	18	Cr	11	Middle P	—	—	—
		↓ K		17(3)30							
Hisui-Senkyaku		↓ K	Middle	17(3)33	26	Cr	17	Jumping Middle K	—	1.5	—
	Dokuritsu	↓ K ←		17(3)33		Cr	17				
Niki-Kyaku	Dokuritsu	↓ K	Middle	14(3)31	23	Cr	13	Middle K	—	1	—
① Taishin-Zenteki		↓ K	Middle	15(4)49	40	×	34	Middle K	—	1	●
② Taishin-Zenku-Hontetsu		↓ K K	Middle Middle	52(3)30	30	×	3	Middle K Divert	—	1	●
① (Tantai-Son)		↓ K	Low	16(2)27	12	12	13	Low K	—	—	●
② Tantai, Shoshi-Suiteki		↓ K P	Low High	16(2)24	18	Cr	5	High P	—	—	—
② Tantai, Senpu		↓ K K	Low High	26(5)37	35	Cr	-2	High K	—	2	—
	Lay	↓ K K ↓		26(5)44		Cr	5				
② Konsen-Tai	Lay	↓ K K	Low Low	22(5)37	22	×	23	Low K	—	—	●
① Banzo-Tai		↓ K	Low	17(4)25	18	11	12	Low K	—	—	●
	Lay	↓ K ↓		17(4)34		20	21				
② Renso-Tai		↓ K ↓ K	Low Low	17(4)25	18	Cr	12	Low K	—	—	●
	Lay	↓ K ↓ K ↓		17(4)34		Cr	21				
③ Zenso-Tai		↓ K ↓ K ↓ K	Low Low Low	23(4)26	25	Cr	12	Low K	—	—	●
	Lay	↓ K ↓ K ↓ K ↓		23(4)31		Cr	17				
② Ren-Kocho-Soteki	Back	↓ K K	Low Middle	24(3)31	27	Cr	6	Middle K	—	1	●
③ Ren-Kohontai	Back	↓ K K K	Low Middle Middle	50(5)31	37	×	3	Middle K Divert	—	1	●
③ Renkan-Bokko	Lay	↓ K K ↓ K	Low Middle Low	37(2)30	24	Cr	15	Low K	—	—	●

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
Sentai-Zachi	Success: Lay Failure: Stand	⇨⇨ K	Low	Success: 20(2)24 Failure: 20(2)31	26	Cr	16	Low K	—	—	●
Toshin-Dantai	Lay	⇨⇨ K	Middle	14(2)38	28	Cr	23	Middle K	—	1	●
① Kocho-Soteki	Back	⇨⇨ K	Middle	19(3)31	27	Cr	6	Middle K	—	1	●
② Kocho-Soteki, Kohon	Back	⇨⇨ K K	Middle Middle	50(5)31	37	×	3	Middle K Divert	—	1	●
② Kocho-Soteki, Bokko	Lay	⇨⇨ K ⇨ K	Middle Low	37(2)30	24	Cr	15	Low K	—	—	●
① Jikusenho	Lay	While crouching K	(Middle, Middle)	12(2)14(2)30	12+15	Cr	9	Middle K Middle K	—	1	—
② Ren-Jikusenho	Lay	While crouching K K	(Middle, Middle) (Middle, Middle)	35(2)14(2)30	12+15	Cr	9	Middle K Middle K	—	1	—
Koshu	Back	P + K	High	17(3)31	18	Cr	5	High P	—	—	—
① Tenshin-Chukoku	Back	⇨ P + K	Middle	19(3)22	22	Cr	8	Middle P	—	—	—
② Sohaku		⇨ P + K P	Middle Middle	29(3)27	35	×	5	Middle P	—	3	—
① Taiho-Getsuga		⇨ P + K ※ 2	Middle	36(3)25	24	Cr	9	Middle P	—	1	—
① Komen-Sohi	Back	F + K	High	20(2)30	30	Cr	14	High K	—	1.5	—
	Lay	F + K ⇩		20(2)76		Cr	60				
② Koyo-Getsuga		F + K P	High Middle	33(3)36	28	Cr	9	Middle P	—	2	—
② Senko-Renkan		F + K ⇨ K	High Low	29(4)26	25	×	12	Low K	—	—	●
	Lay	F + K ⇨ K ⇩		29(4)29		×	15				
② Ren-Sohi	Back	F + K K	High High	30(2)30	30	Cr	3	High K	—	1.5	—
	Lay	F + K K ⇩		30(2)77		Cr	50				
③ Renso-Sokusen-Getsuga		F + K K P	High High Middle	34(3)36	28	Cr	9	Middle P	—	2	—
③ Renso-Tenchi-Sotai		F + K K ⇨ K	High High Low	30(4)26	25	×	12	Low K	—	—	●
	Lay	F + K K ⇨ K ⇩		30(4)29		×	14				
③ Renkan-Sohi	Back	F + K K K	High High High	30(2)30	30	×	GB	High K	—	1.5	—
	Lay	F + K K K ⇩		30(2)77		×	GB				
④ Renkan-Tenchi-Sotai		F + K K K ⇨ K	High High Low	30(4)26	25	×	12	Low K	—	—	●
	Lay	F + K K K ⇨ K ⇩		30(4)29		×	15				
Zenku-Hontetsu		⇨ F + K	Middle	25(3)30	30	×	3	Middle K Divert	—	1	●
Hoho-Sohi	Lay	⇨ F + K	High	16(3)35	27	Cr	6	High K Divert	—	1	—
① Zenso-Tai		⇨ F + K	Low	18(4)26	25	Cr	12	Low K	—	—	●
	Lay	⇨ F + K ⇩		18(4)29		Cr	15				
② Chiso-Tensen-Shu		⇨ F + K K	Low High	22(5)37	35	Cr	3	High K	—	2	—
Kosotai		⇨ F + K	Low	25(3)23	24	Cr	9	Low K	—	—	●
	Lay	⇨ F + K ⇩		25(3)20		Cr	6				
Gyoin-Chowan	Back	During Kowan-Gyoin P	Middle	16(2)25	26	Cr	10	Middle P	—	—	—
		During Tenshin-Hiinshu P									
Gyoin-Dantai	Lay	During Kowan-Gyoin K	Middle	15(4)39	28	Cr	23	Middle K	—	1	●
		During Tenshin-Hiinshu K									
Tekkai-Shoshu		While jumping over obstacle P	Middle	40(3)31 ※ 1	35	×	GB	Jumping Middle P	—	1	—
Tekkai-Shotai	Back	While jumping over obstacle K	Middle	35(5)25 ※ 1	38	×	GB	Jumping Middle K	—	1	—

※ 1 At fastest

※ 2 Connects to Getsuga-Rengeki with **P** **P** .

Attacks from the Dokuritsu-Ho Stance											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
Teishitsu-Dokuritsu-Shinshu	Dokuritsu	⇨	—	—	—	—	—	—	—	—	—
Teppo-Gyoinshu	Dokuritsu	⇨	—	—	—	—	—	—	—	—	—
Dokuritsu-Yoho	Dokuritsu	⇨⇨	—	31	—	—	—	—	—	—	—
① Gyoin-Chogeki		P	High	16(2)31	10	14	15	High P	—	—	—
	Lay	P↓		16(2)36		19	20				
② Gyoin-Rengeki		P P	(High, High)	14(2)31	10	16	17	High P	—	—	—
	Lay	P P↓		14(2)36		21	22				
③ Gyoin-Todan	Lay	P P K	(High, High) Middle	16(3)43	28	Cr	23	Middle K	—	1	●
② Gyoin-Dashu	Back	P K	High Middle	22(3)27	30	×	13	Middle K	—	1	—
Gyoin-Tai		K	High	15(3)22	30	Cr	6	High K	—	1	—
Gyoin-Kikyaku	Dokuritsu	⇨ K	Middle	14(3)31	23	Cr	13	Middle K	—	1	—
① Teppo-Zenteki	Dokuritsu	⇨ K	Middle	13(3)24	20	Cr	9	Middle K	—	1(Counter)	—
② Gyoin-Ren-Teppo	Dokuritsu	⇨ K K · · ·	Middle Middle...	18(3)24	20	Cr	9	Middle K	—	1(Counter)	—
Gyoin-Kasso-Tai	Lay	⇨ K	Low	24(3)37	24	Cr	20	Low K	—	—	●
Gyoin-Chowan	Back	P + K	Middle	18(3)28	18	Cr	7	Middle P	—	—	—
① Dokuritsu-Senpu	Back	F + K	Middle	39(5)27	38	×	13	Jumping Middle K	—	1	●
② Senpu-Choda		F + K P	Middle Middle	24(2)28	25	Cr	12	Middle P	—	—	—
③ Gyoin-Renpu-Sanda		F + K P P	Middle Middle Middle	24(4)30	30	Cr	13	Middle P	—	1	—
② Soteki	Dokuritsu	F + K K	Middle High	15(3)33	30	Cr	5	High K	—	1	—
	Lay	F + K K↓		15(2)61		Cr	33				
Stand		F	—	9	—	—	—	—	—	-	—

Back-Facing Blows											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
① Gyoshin-Getsuga	Back	P	High	15(2)18	10	3	3	High P		—	—
② Gyoshin-Rengeki		P P	(High, High)	14(2)28	12	12	13	High P		—	—
③ Koshu-Getsuga		P P P	(High, High) Middle	24(3)30	32	×	6	Middle P		2	—
③ Kyodasho		P P⇨ P	(High, High) High	18(4)21	18	Cr	8	High P		—	—
④ Renkan-Yogeki	Back	P P⇨ P P	(High, High) High Middle	20(2)30	30	×	14	Middle P		2	—
④ Renkan-Kaso		P P⇨ P⇨ P	(High, High) High Low	19(4)29	20	Cr	15	Low P		—	●
③ Rengeki, Honshin-Dantai	Back	P P⇨ K	(High, High) Low	28(2)38	22	Cr	23	Low K		—	●
② Getsuga, Koshutai	Back	P K	High Middle	17(3)24	28	Cr	9	Middle K		1	●
① Sen-Sogeki		⇨ P	Middle	15(2)26	22	7	11	Middle P		—	—
② Rensen-Sogeki		⇨ P P	Middle Middle	20(3)27	33	×	6	Middle P		2	—
① Haisei-Keppo	Back	⇨ P	Low	12(2)26	18	11	12	Low P		—	●
② Haisei-Sochisen		⇨ P K	Low Middle	26(4)30	26	×	15	Middle K		1	●
② Haisei-Honshin-Dantai	Back	⇨ P K	Low Low	24(2)38	22	Cr	22	Low K		—	●
Senpu-Kyaku		K	High	18(5)37	35	Cr	-3	High K		2	—
	Lay	K↓		18(5)44		Cr	4				
Koshutai	Back	⇨ K	Middle	16(3)28	28	×	13	Middle K		1	—
Bokko	Lay	⇨ K	Low	20(2)30	24	Cr	15	Low K		—	●
① Rengeki-Tantai	Back	⇨ K	(Middle, Middle)	15(2)9(2)19	10+10	Cr	6	Middle K Middle K		—	●
② Kotaihon		⇨ K P	(Middle, Middle) High	19(2)20	18	Cr	5	High P		—	—
② Kosenhon		⇨ K K	(Middle, Middle) Low	15(2)27	15	Cr	12	Low K		—	●
② Zenkon-Hon	Back	⇨ K⇨	(Middle, Middle) —	15(2)9(2)92	—	—	—	—		—	—
② Kokon-Hon	Back	⇨ K⇨	(Middle, Middle) —	15(2)9(2)74	—	—	—	—		—	—
③ Kokon, Uron	Lay	⇨ K⇨ K	(Middle, Middle) Middle	67(4)26	40	×	4	Middle K Divert		1	—

Back-Facing Blows											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
③ Kokon, Bokko	Lay	↞ K ↘ K	(Middle, Middle) Low	68(3)29	24	Cr	14	Low K		—	●
Kohontai	Back	↞ K	Middle	25(5)31	37	×	8	Middle K Divert		1	●
Shoshi-Suiteki		P + K	High	13(2)20	18	Cr	5	High P		—	—
① Haisei-Chukoku	Back	↞ P + K	Middle	17(3)22	22	Cr	8	Middle P		—	—
② Haisei-Sohaku		↞ P + K P	Middle Middle	29(3)27	35	×	5	Middle P		3	—
Tohon-Kishin		F + K	Middle Middle	13(3)4(2)49	30+10	×	33	Middle K		1	●

Attacks from the Lying Position											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Zenten		↞	—	41	—	—	—	—		—	—
Shinzen-Ten-i	Lay	↘	—	45	—	—	—	—		—	—
Koten		↞	—	25	—	—	—	—		—	—
Shinko-Ten-i	Lay	↘	—	50	—	—	—	—		—	—
Oten	Lay	↞	—	32	—	—	—	—		—	—
Fukushin-Getsuga		Feet to enemy P	High	35(2)23	18	Cr	8	High P		1	—
Fukushin-Haitai		Feet to enemy K	Middle	16(2)30	26	Cr	11	Middle K		—	●
Zenkon-Soteki		Feet to enemy ↞ K	Middle	31(3)29	32	×	4	Middle K Divert		1.5	—
Fukushin-Jikuten-Shu	Lay	Feet to enemy P + K	Middle	23(2)35	28	Cr	16	Middle K		1	—
Fukushin-Bokko	Lay	Feet to enemy F + K	Low	20(2)30	24	Cr	15	Low K		—	●
① Rigyo-Datei		Feet to enemy F	—	60	—	—	—	—		—	—
② Rigyo, Zenku		Feet to enemy F • K	Middle	67(3)30	30	×	3	Middle K Divert		1	●
Fukushin-Kida	Back	Head to enemy P	High	26(2)22	18	Cr	8	High P		1	—
Uron-Kochu		Head to enemy K	Middle	16(2)33	28	Cr	17	Middle K		—	—
① Fukushin-Rosen		Head to enemy ↞ P	Middle	38(2)26	22	7	11	Middle P		—	—
② Fukushin-Sosen		Head to enemy ↞ P P	Middle Middle	20(3)27	33	×	6	Middle P		2	—
Fukushin-Tessen		Head to enemy ↞ K	Low	38(3)23	24	Cr	9	Low K		—	●
	Lay	Head to enemy ↞ K ↘		38(3)20		Cr	6				
Kokon-Soteki	Back	Head to enemy P + K	Middle	21(3)30	32	×	4	Middle K Divert		1.5	●
Rigyoen	Success: Lay Failure: Stand	Head to enemy F + K	Low	Success: 25(2)24 Failure: 25(2)31	27	Cr	15	Low K		—	●
Kinkosen		Head to enemy F	—	36	—	—	—	—		—	—

Throws											
Move	Status	Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Suirin-Haikai		 +  When enemy's back faces a slope	High Front	5(2)23	45	—	—	●	—	—	
Suida-Rakuten		 +  When back faces a slope	High Front	5(2)23	※ 3	—	—	—	—	—	
Suihai-Kairetsu		 +  When enemy's back faces a slope with a cliff	High Front	5(2)23	※ 3	—	—	—	—	—	
		 +  When back faces a slope with a cliff									
Tetsu-Kairi		   +  While jumping	High Front	7(2)24	20+30	—	—	●	Back	—	
		 + 		44(2)24							
Senhen-Nyudo	Lay	Next to wall    + 	Wall	7(2)24	28+30	—	—	—	—	—	
Senshi		  + 	High Front OH	17(3)30	20+27	—	●	●	Front	Front	
Kazan-Rakuro		Next to wall   + 	Wall	17(3)30	57	—	—	—	—	—	
		  + 	High Front	10(2)25	—	7	—	—	—	—	
Tenshin-Soko		Lying with head facing enemy   + 		35(3)30							
Kan-Shori		To enemy's back  + 	High Back	5(2)23	58	—	●	●	—	—	
So-Kokukyu		To enemy's back   + 	High Back	10(2)25	60	0	—	—	—	—	
① Suiho-Unshin-Haito		To enemy behind  + 	High Front	6(2)28	52	—	●	●	—	Side	
② Suiho-Unshin-Haiho	Back	During Suiho-Unshin-Haito  + 	Deriv.	—	—	12	—	—	—	—	
		To crouching enemy   + 	Low Front	5(2)22	10+10+35	—	●	●	—	Front	
Hashitsu-Gyosen		To crouching enemy, while jumping   + 		42(2)22							
Ran-Saiwa		To crouching enemy   + 	Low Front OH	10(3)30	45	—	●	●	—	—	
Kan-Shoshi		To crouching enemy's back   + 	Low Back	5(2)22	30+35	—	●	●	—	—	
Juji-Senraku		To enemy behind   + 	Low Front	6(2)28	30+30	—	—	●	—	—	
Dokuhai-Kaito		During Dokuritsu-Ho  + 	High Front OH	19(3)33	50	—	●	●	—	—	
Gyoin-Ransen	Lay	When Gyoin-Kasso-Tai hits enemy  + 	Deriv.	—	20+20	—	●	●	—	Back	

Throws											
Move	Status	Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Konsentai		Lying with legs facing enemy F + P	High Front OH	17(3)25	40	—	—	●	—	—	
		Lying with legs facing enemy, to enemy's back F + P	High Back OH			—	—	●	—	—	
Suiboku-Kosentai		Lying with head facing enemy F + P	High Front OH	15(3)22	40	—	—	●	—	—	
		Lying with head facing enemy, to enemy's back F + P	High Back OH			—	—	●	—	—	
Fukushin-Kensen		Lying with legs facing enemy ↓ F + P	Low Front	15(2)31	10+10+35	—	●	●	—	Front	
Fukushin-Kansen		Lying with legs facing enemy, to enemy's back ↓ F + P	Low Back		30+35	—	●	●	—	—	
Fukushin-Chosen	Lay	Lying with head facing enemy ↓ F + P	Low Front	15(2)30	20+35	—	●	●	—	Back	
		Lying with head facing enemy, to enemy's back ↓ F + P	Low Back			—	●	●	—	Back	

※ 3 The damage of slope-based throws is dependent on the length of the slope.

Holds											
Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Yoki-Chochu		Against a high punch ↓ F	High P	0(22)8	30+30	—	●	●	—	Front	
Hoto-Choshitsu		Against a high kick ↓ F	High K	0(22)8	60	—	●	●	—	—	
Suimu-Hateki		Against a middle punch ⇄ F	Middle P	0(22)8	60	—	●	●	—	—	
Hotai-Gyoso		Against a middle kick ⇄ F	Middle K	0(22)8	25+35	—	●	●	—	Front	
Senri-Goan		Against a low punch ↓ F	Low P	0(22)5	60	—	—	●	—	—	
Ryuso-Senkyaku		Against a low kick ↓ F	Low K	0(22)5	60	—	—	●	—	—	
Ryusui-Rakuyo		Against a jumping punch ⇄ F	Jumping P	0(22)8	65	—	●	●	Back	—	
Ryusui-Rakuheki		Next to wall, against a jumping punch ⇄ F	Jumping P	0(22)8	70	—	—	—	—	—	
Akusoku-Hairin		Against a jumping kick ⇄ F	Jumping K	0(22)8	65	—	●	●	—	Back	

Down Attacks											
Move	Status	Command		Frame	Damage						
Zaban-Tetsu		To knocked-down enemy △ P + K		34(12)62/55	18						
Zenku-Hon		To knocked-down enemy △ P		20(9)56/75	15						
Toshu-Richu		To knocked-down enemy ▽▽ P		26(3)40	12						
	Lay	To knocked-down enemy ▽▽ P ↓									

The inactive time frames are listed as (successful/unsuccessful).

Special Moves											
Move	Status	Command		Frame	Damage	Hit	Guard	Hold			
① Kowan-Gyoin		△ P		35	—	—	—	—			
② Tenshin-Hiinshu		△ P △		43	—	—	—	—			
		△ P ▽		43	—	—	—	—			
Dokuritsu-Ho	Dokuritsu	△ K		20	—	—	—	—			
Haisei	Back	△▽ P		15	—	—	—	—			
Back Dash	Back	To enemy behind ▽▽		—	—	—	—	—			
Hekika-Kuhon	Back	Next to wall △ P + K		62	—	—	—	—			
Kuchu-Hon		▽ P		40	—	—	—	—			
	Back	To enemy behind ▽ P									
Taishin-Hon		▽ P		45	—	—	—	—			
Kozento		△ P + K		31	—	—	—	—			
	Lay	To enemy behind △ P + K									
Kokoto		▽ P + K		34	—	—	—	—			
	Lay	To enemy behind ▽ P + K									
Nehan-Tenshin	Lay	When knocked down P + K		26	—	—	—	—			
Taunt 1		△▽▽ F + P + K		175	—	—	—	—			
		APPEAL									
Taunt 2		△▽▽ F + P + K		87	—	—	—	—			
		△ APPEAL OR △ APPEAL									
Taunt 3		△▽ F + P + K		100	—	—	—	—			
		▽ APPEAL									
Taunt 4		Lying with legs facing enemy F + P + K		170	—	—	—	—			
	Lay	Lying with legs facing enemy APPEAL									

Tag Throws											
Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Unique Tag Throws											
Rakusho-Hoyu		Teamed with Eliot F + P	High Front	5(2)23	30+40	—	—	●	—	—	
Hanami-Zake		Teamed with Kokoro F + P	High Front	5(2)23	20+20+30	—	—	●	—	—	
Tenchi-Muyo		Teamed with Zack F + P	High Front	5(2)23	15+15+20+20	—	—	●	—	—	
Oka-Senraku-Geki		Teamed with Gen Fu F + P	High Front	5(2)23	30+20+20	—	—	●	—	—	
Basic Tag Throw											
Suimu-Hateki		When partner presses F + P ※ 4	High Front	※ 5	60	—	●	●	—	—	

※ 4 The basic tag throw is performed when the tag partner does not have a unique tag throw with the character.

※ 5 Depends on tag partner.